

FIG. 1

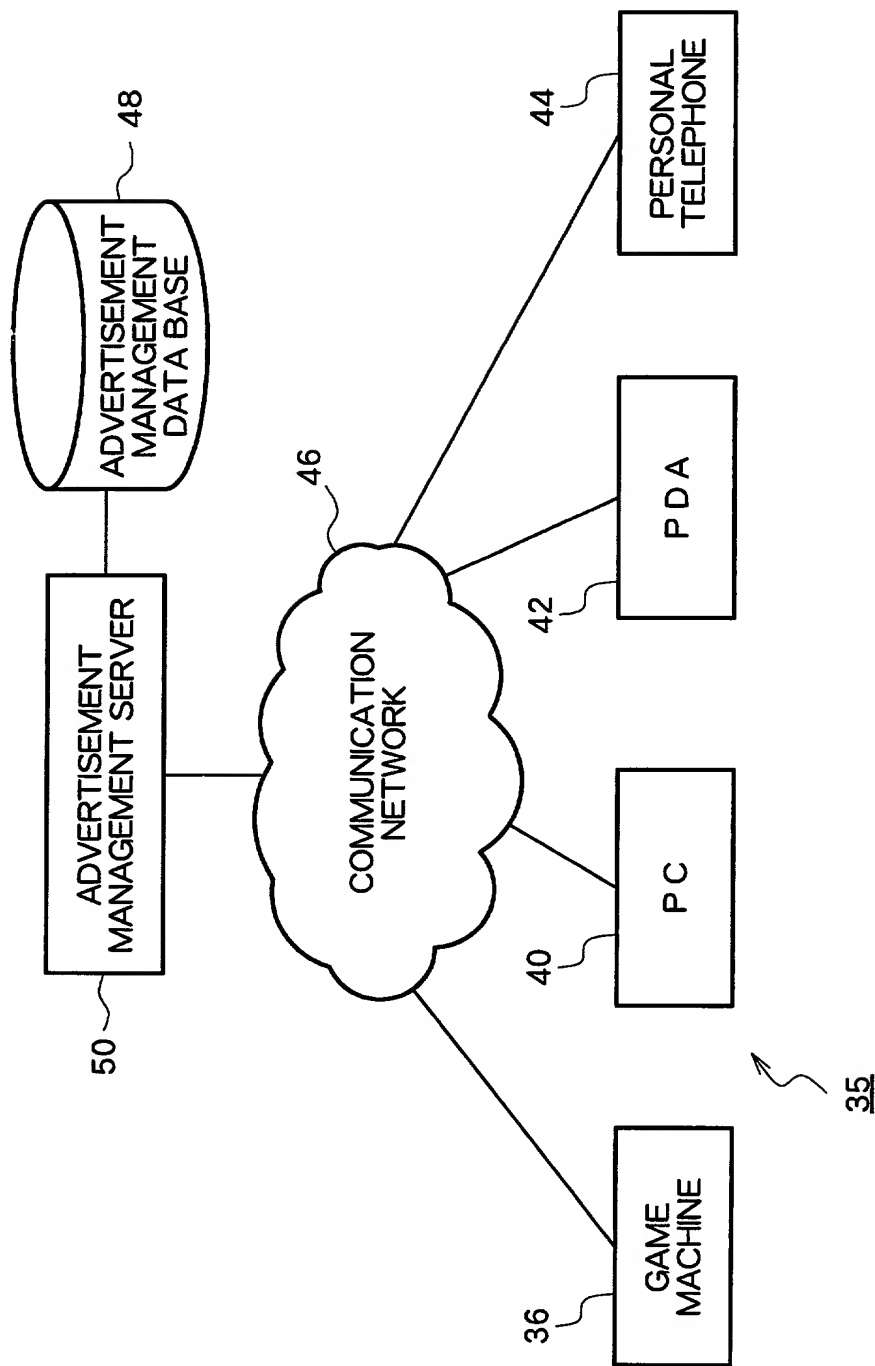


FIG. 2

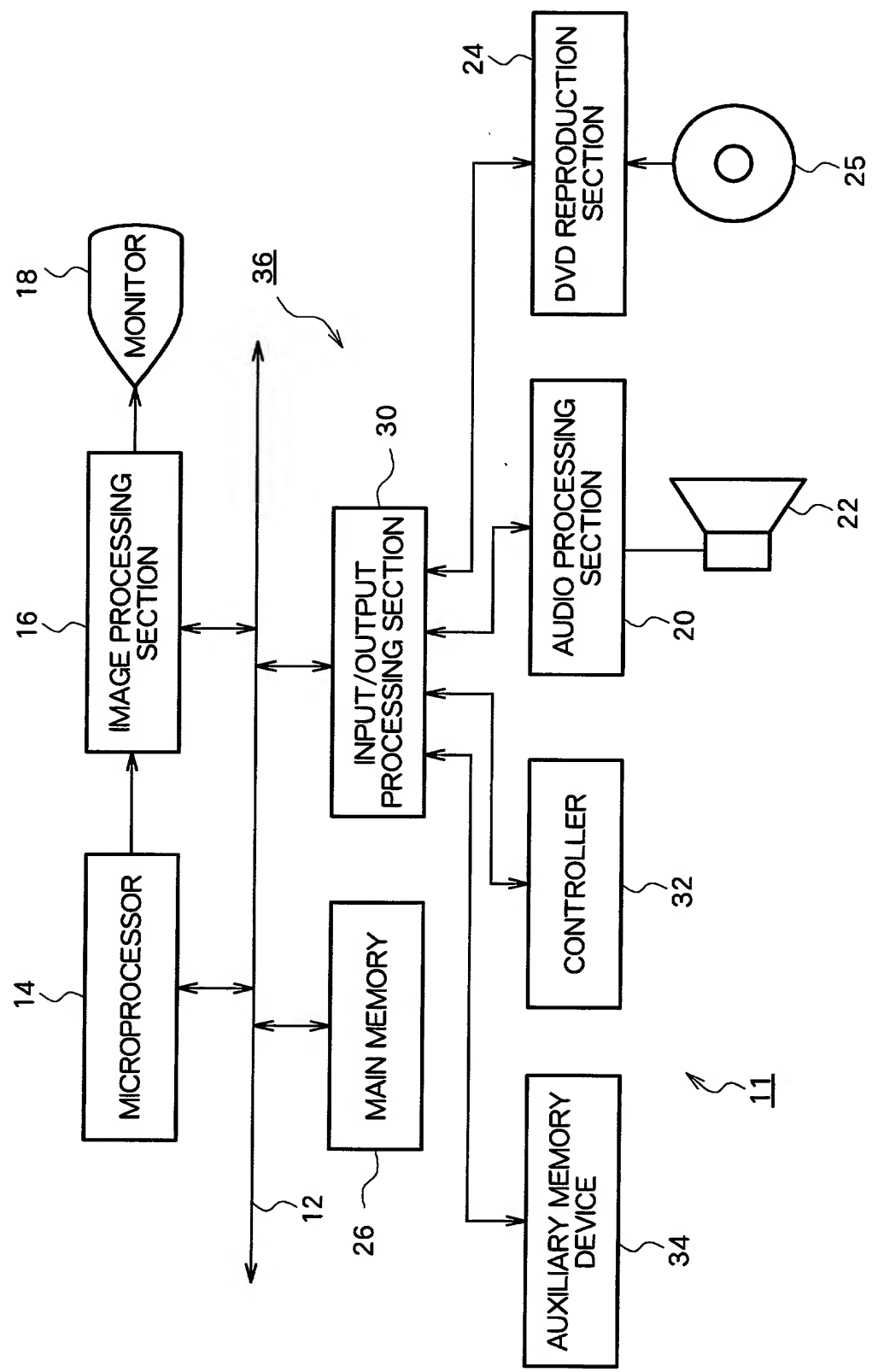


FIG. 3

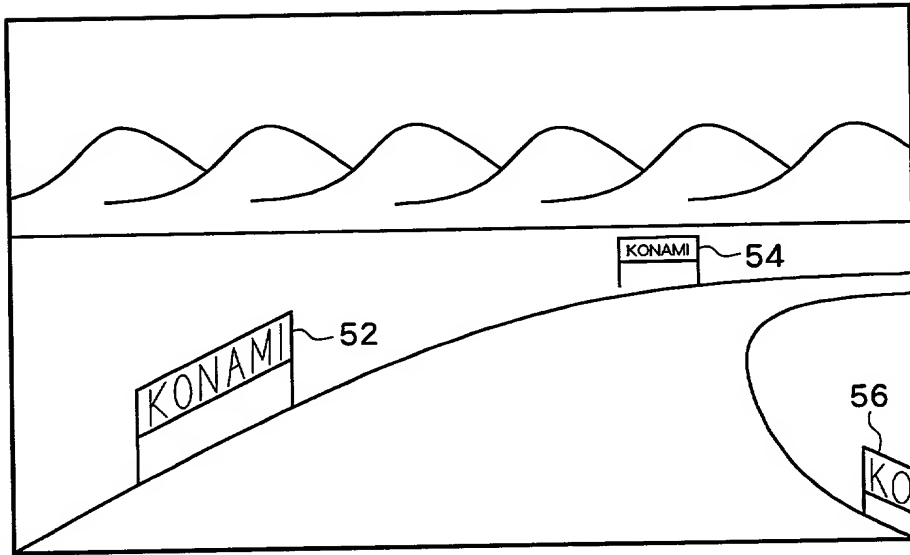
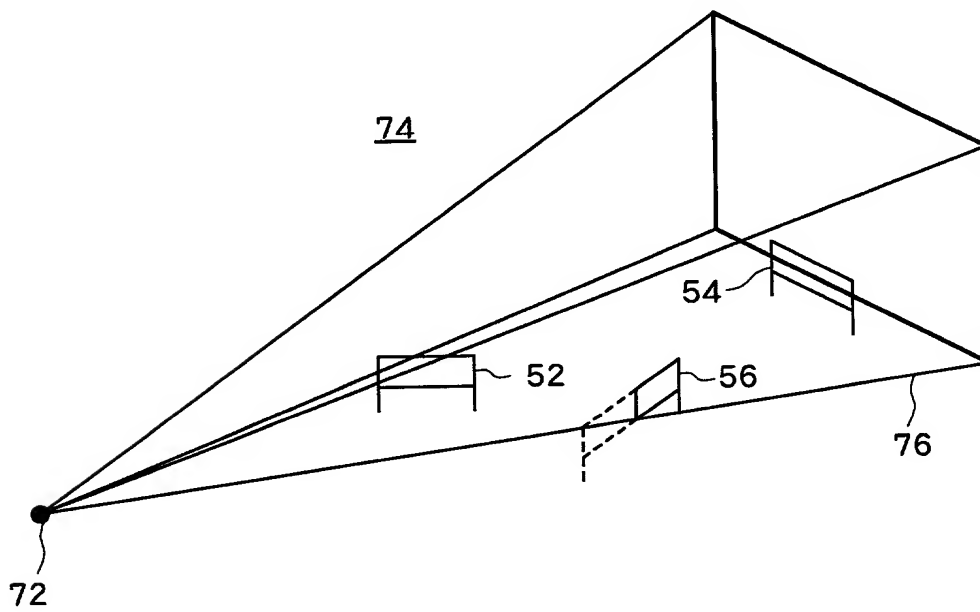


FIG. 4



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FIG. 5

ADVERTISEMENT ID	IMAGE PATH	GAME ID	ADVERTISEMENT PLACEMENT LOCATION DATA (ADVERTISEMENT TEXTURE DATA, REPLACING POSITION)	ADVERTISEMENT PERIOD
0 0 1	xxx/xxx.bmp	0 1 2 3	2001/1/1~2001/2/28
0 0 2	xxx/xyy.bmp	0 1 2 3	2001/1/1~2001/9/1

ADVERTISER ID	ACCUMULATED CHARGE POINT	ADVERTISEMENT TARGET DATA	ADVERTISEMENT PLACEMENT LOCATION RANK
0 9 8 7	1 9 8 7 2 9 5 5	A
0 9 8 7	8 7 5 9 4 4	C

FIG. 6

ADVERTISEMENT ID	IMAGE PATH	ADVERTISEMENT PLACEMENT LOCATION DATA (ADVERTISEMENT TEXTURE DATA, REPLACING POSITION)	ADVERTISEMENT PERIOD
0 0 1	xxx/xxx.bmp	AD0003, (O, O)	2001/1/1~2001/2/28
0 0 2	xxx/xyy.bmp	AD0100, (□, □)	2001/1/1~2001/4/1

ADVERTISEMENT POINT	DISPLAY FREQUENCY	DISPLAY TIME
305	121	A
212	42	C

FIG. 7

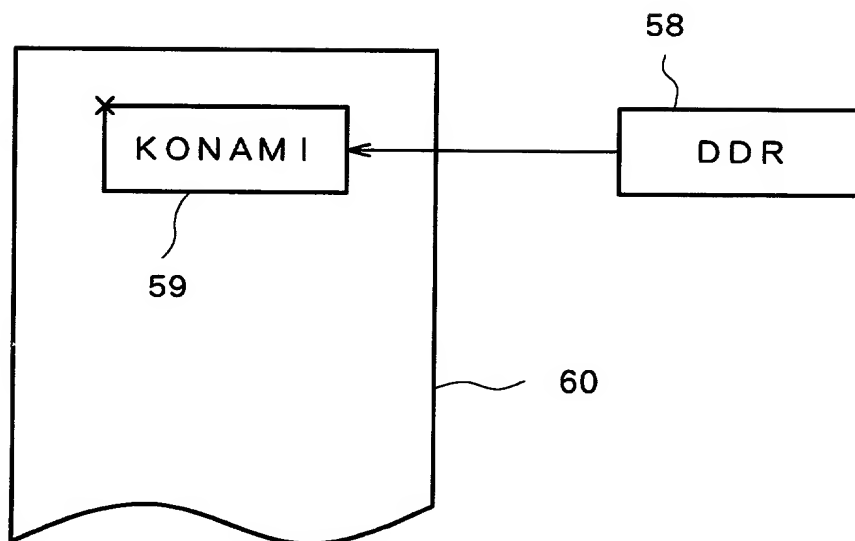
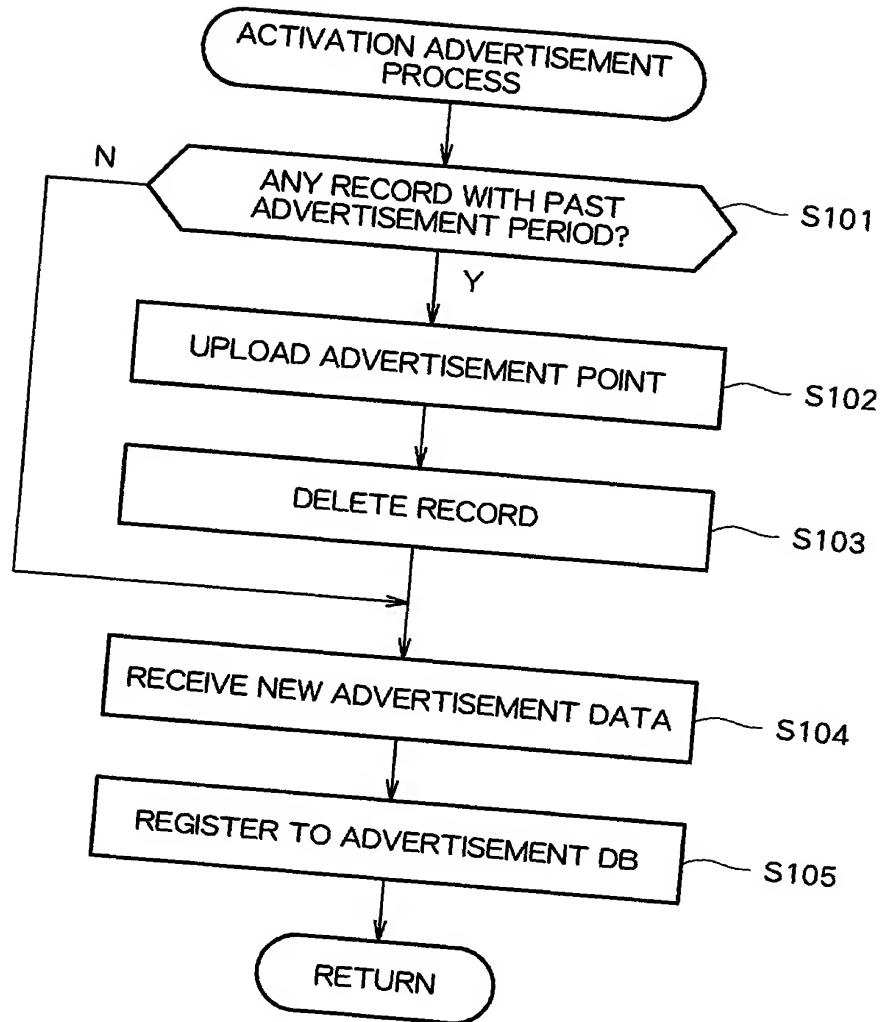


FIG. 8



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FIG. 9

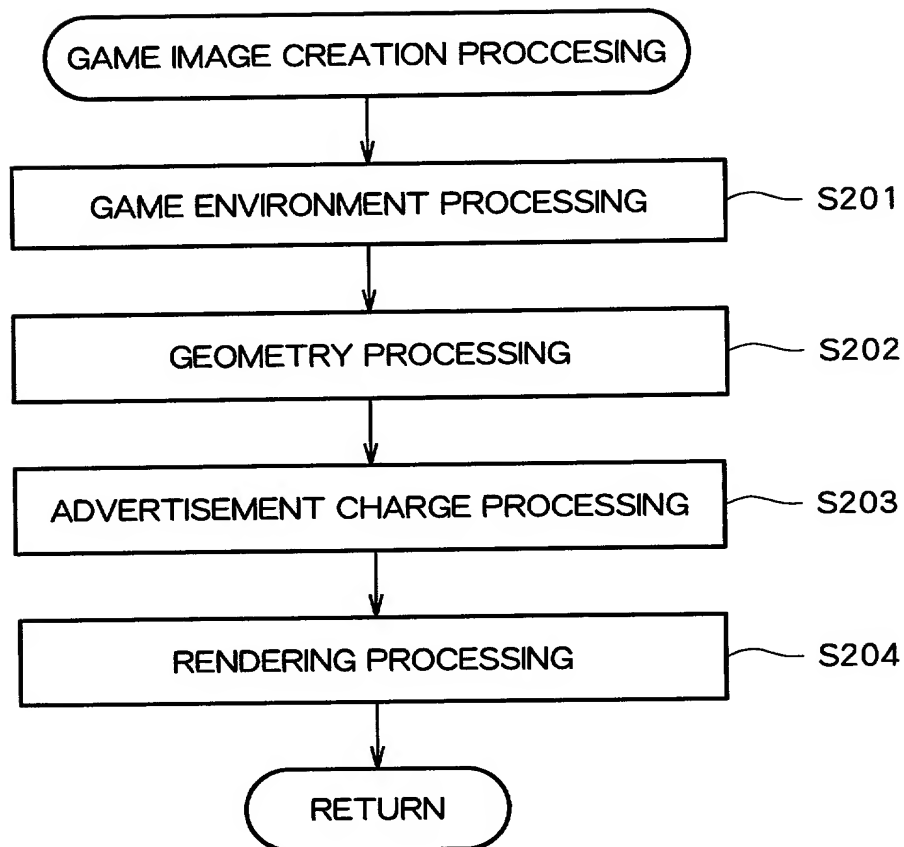


FIG. 10

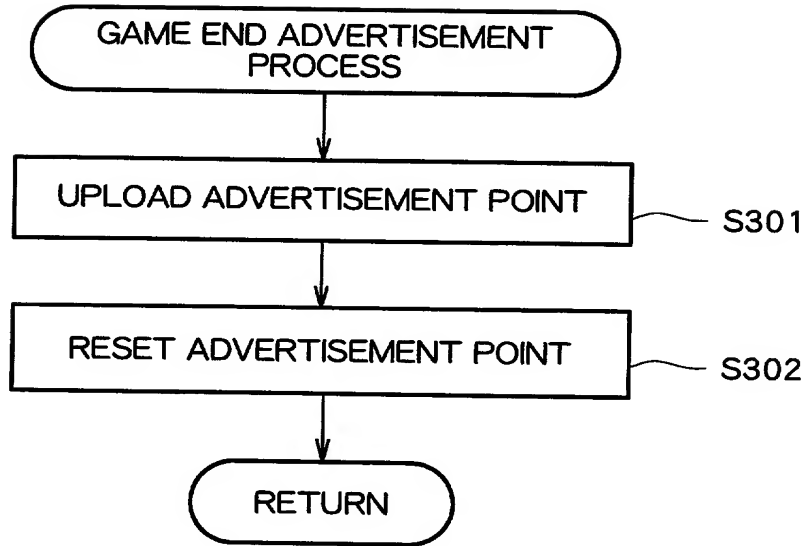


FIG. 11

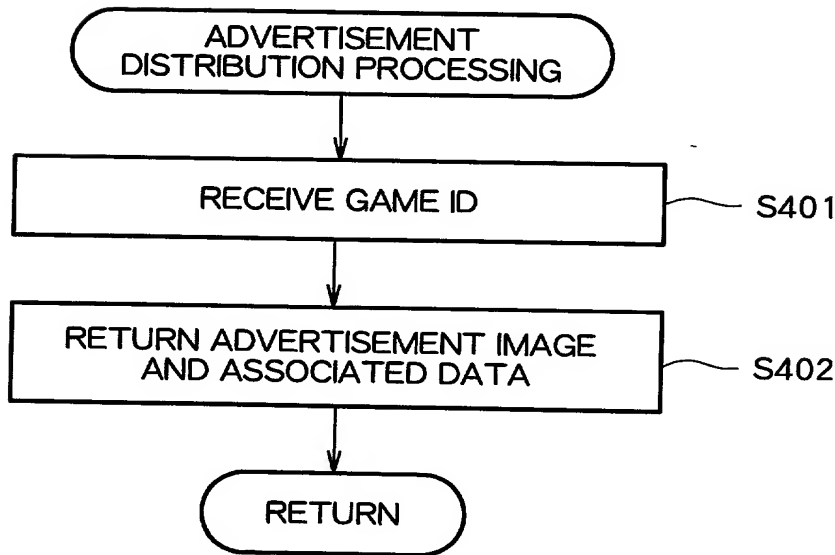


FIG. 12

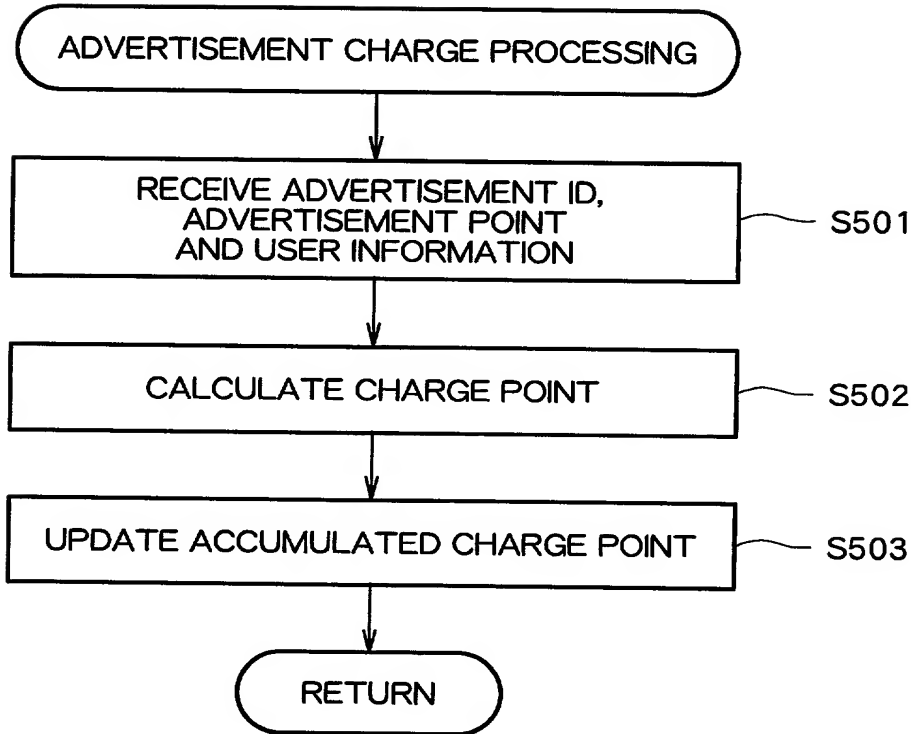


FIG. 13

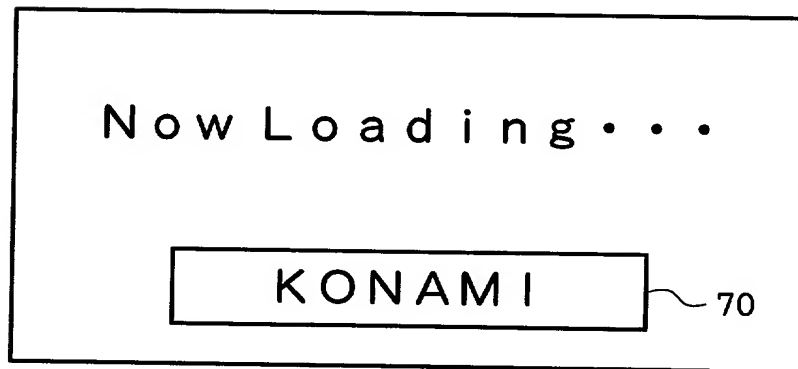


FIG. 14

